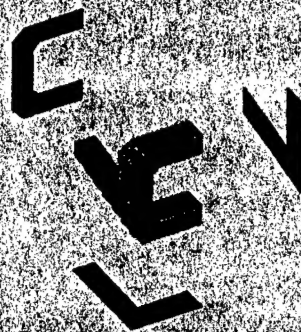CAR-TR-848
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Image Analysis and Computer Vision: 1996

Azriel Rosenfeld

Computer Vision Laboratory
Center for Automation Research
University of Maryland
College Park, MD 20742-3275

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CENTER FOR AUTOMATION RESEARCH

UNIVERSITY OF MARYLAND
COLLEGE PARK, MARYLAND
20742-3275

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Abstract

This paper presents a bibliography of nearly 2150 references related to computer vision and image analysis, arranged by subject matter. The topics covered include computational techniques; feature detection and segmentation; image and scene analysis; two-dimensional shape; pattern; color and texture; matching and stereo; three-dimensional recovery and analysis; three-dimensional shape; and motion. A few references are also given on related topics, including geometry and graphics, compression and processing, sensors and optics, visual perception, neural networks, artificial intelligence and pattern recognition, as well as on applications.

DISTRIBUTION STATEMENT A

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A notice about these bibliographies

When the 25th bibliography in this series was published (two years ago), I began it with a note summarizing the history of the bibliographies and indicating that, with the increasing availability of bibliographic data in digital form (e.g., journal Tables of Contents on publishers' home pages), there might be changes in the nature of the bibliographies over the coming years. There have in fact been changes in the way we produce the bibliographies, but the product has not yet changed.

Since it has become relatively easy to search the web for bibliographic data, the need for pre-constructed bibliographies is becoming dubious, and I expect to stop preparing them soon. The database of references from which I prepare the bibliographies each year, which I began in 1961, has just (December 1996) reached 50,000 items; it currently grows by over 2000 items per year. I don't know if I'll ever stop collecting references, but I will definitely stop preparing annual bibliographies, perhaps with this one (#27, the cube of 3), perhaps with the next one (#28, a perfect number), and certainly when I reach the 30th one, which will appear (if it does) in the year 2000. I hope the community has found my bibliographies useful, and that the information resources of the 21st century prove to be even more useful.

A. INTRODUCTION

This is the twenty-seventh in a series of bibliographies on computer processing of pictorial information, covering primarily items published during 1996. The coverage is restricted almost entirely to a selected set of U.S. or international journals and conference proceedings. No attempt is made to summarize or evaluate the items cited; the purpose is simply to provide a convenient compendium of references, grouped by subject.

The references are arranged under the following headings:

(A) General references

(B) Related topics

(C) Applications

(D) Computational techniques

(E) Feature detection and segmentation; image and scene analysis

(F) Two-dimensional shape and pattern

(G) Color and texture

(H) Matching and stereo

(I) Three-dimensional recovery and analysis

(J) Three-dimensional shape

(K) Motion

Letter/number codes in the text (A.1, etc.) correspond to sections of the bibliography. Papers, books, etc. relating primarily to specific topics will be cited in later sections. In this section we cite references that relate to more than one topic:

(A.1) Meetings and meeting proceedings: [1–45]

(A.2) Books [46–48]; paper collections [49–52]; journal special issues and sections [53–55]; two new journals [56–57]; papers and journal special issues on research at specific institutions [58–79]; general papers [80–81]; and the previous bibliography in this series [82].

B. RELATED TOPICS

The following related areas are not covered systematically, but we give a few references on them:

(B.1) Geometry and graphics: [83–127]

(B.2) Compression and processing: [128–170]

(B.3) Sensors and optics: [171–189]

(B.4) Visual perception: [190–205]

(B.5) Neural networks: [206–221]

(B.6) Artificial intelligence and pattern recognition: [222–238].

C. APPLICATIONS

(C.1) Documents: [239–250]*

(C.2) Biomedical and biological: [251–261]*

(C.3) Human: [262–383]

(C.4) Industrial; robotics: [384–397]*

(C.5) Mobile robotics: [398–452]

(C.6) Target recognition: [453–498]

(C.7) Remote sensing: [499–557].

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*Only selected references on these topics are given.

D. COMPUTATIONAL TECHNIQUES

(D.1) Architectures and environments: [558–598]

(D.2) Databases: [599–659]

(D.3) Operations (morphological, etc.): [660–689]

(D.4) Multiscale methods: [690–718]

(D.5) Geometric operations: [719–732]; estimation, etc.: [733–746]

(D.6) Calibration: [747–775].

E. FEATURE DETECTION AND SEGMENTATION; IMAGE AND SCENE ANALYSIS

(E.1) Features: [776–847]

(E.2) Segmentation: [848–974] (including thresholding, contour extraction, grouping, and segmentation of 3D data; on color and texture see Section G, and on range data see Section I.1)

(E.3) Image and scene analysis (including attention, control, etc.): [975–1021].

F. 2D SHAPE AND PATTERN

(F.1) Representation, decomposition, etc.: [1022–1051]

(F.2) Properties; invariants: [1052–1113]

(F.3) Contours and curves: [1114–1175]

(F.4) Skeletons and thinning; distance: [1176–1203]

(F.5) Pattern (path planning, etc.): [1204–1229]; formal languages: [1230–1232].

G. LIGHTNESS AND COLOR; TEXTURE

(G.1) Lightness, polarization, and color: [1233–1287]

(G.2) Texture: modeling and synthesis [1288–1323]

(G.3) Texture: description: [1324–1357]

(G.4) Texture: segmentation: [1358–1389].

H. MATCHING; STEREO

(H.1) Image and template matching: [1390–1461]

(H.2) Hough transforms: [1462–1503]; structure matching: [1504–1515]; recognition [1516–1536]

(H.3) Stereo, etc.: [1537–1613].

I. RANGE; RECOVERY

(I.1) Range sensing and range data analysis: [1614–1675]

(I.2) Recovery: [1676–1751].

J. 3D SHAPE

(J.1) Models: [1752–1810]

(J.2) Recognition: [1811–1869]

(J.3) Other topics (pose, geometry, etc.): [1870–1912].

K. MOTION

(K.1) Flow; egomotion: [1913–1969]

(K.2) Structure from motion: [1970–2018]

(K.3) Dynamic scenes: [2019–2072]

(K.4) Tracking, etc.: [2073–2148].

REFERENCES

For brevity, the following frequently cited sources are cited in abbreviated forms:

A. Conference Proceedings

Abbreviation	Conference	
CVPR	Conference on Computer Vision and Pattern Recognition	[27]
ECCV	European Conference on Computer Vision	[17]
ICIP	International Conference on Image Processing	[145]
ICPR	International Conference on Pattern Recognition	[31]
IUW	[DARPA] Image Understanding Workshop	[13]
SCG	Symposium on Computational Geometry	[89]
SIGGRAPH	SIGGRAPH '96 Conference	[93]
SPIE	Society of Photo-Optical Instrumentation Engineers	

B. Journals

Abbreviation	Journal
AI	Artificial Intelligence
AMM	American Mathematical Monthly
ApI	Applied Intelligence
C&G	Computers and Graphics
CG&A	IEEE Computer Graphics and Applications
CVIU	Computer Vision and Image Understanding
DCG	Discrete and Computational Geometry
GMIP	Graphical Models and Image Processing
IJCV	International Journal of Computer Vision
IJIS	International Journal of Intelligent Systems
IJIST	International Journal of Imaging Systems and Technology
IJPRAI	International Journal of Pattern Recognition and Artificial Intelligence
IJRR	International Journal of Robotics Research
IPL	Information Processing Letters
IS	Information Sciences
IVC	Image and Vision Computing
JMIV	Journal of Mathematical Imaging and Vision
JPDC	Journal of Parallel and Distributed Computing
JVCIR	Journal of Visual Communication and Image Representation
MVA	Machine Vision and Applications
P-IEEE	Proceedings of the IEEE
PR	Pattern Recognition
PRIA	Pattern Recognition and Image Analysis
PRL	Pattern Recognition Letters
R&A	IEEE Robotics and Automation Magazine
RTI	Real-Time Imaging
SIAM JC	SIAM Journal on Computing
SV	Spatial Vision
TCS	Theoretical Computer Science
T-COMP	IEEE Transactions on Computers
T-I&S	IEICE Transactions on Information and Systems
T-IP	IEEE Transactions on Image Processing
T-KDE	IEEE Transactions on Knowledge and Data Engineering
T-NN	IEEE Transactions on Neural Networks
TOG	ACM Transactions on Graphics
T-PAMI	IEEE Transactions on Pattern Analysis and Machine Intelligence
T-RA	IEEE Transactions on Robotics and Automation
T-SMC	IEEE Transactions on Systems, Man, and Cybernetics
T-VCG	IEE Transactions on Visualization and Computer Graphics
VC	The Visual Computer

A. General References

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